TERMS AND CONDITIONS
("CLASH OF CLANS RULEBOOK")

ESL Mobile Open Europe & MENA Season 2 (the "Competition")

The Promoter of this tournament is ESL Gaming GmbH, of Schanzenstrasse 23,51063 Cologne Germany (the "Promoter" or "ESL").

1. General understanding of the Rulebook

The following rulebook is a guidance document which is valid for all stages of the tournament. ESL reserves the right to make amendments to the rulebook with or without prior notice to the players. ESL is the decision maker for all cases and disputes which may occur and are not written in this rulebook.

By participating in the tournament, each player acknowledges that he/she has read these official rules and agrees to be bound by them and by the decisions of ESL, which are final and binding on all matters pertaining to the tournament. The tournament is subject to these official rules and all applicable laws and regulations including without limitation compliance with all laws, regulations, and rules in connection with esports, payment of the prizes as specified above, childhood protection, taxation, and insurance.

2. Privacy

Player personal data will be collected, processed and stored for the online match participation, organization and prize delivery. The player's personal information will be stored until 15.03.2021 according to internal policies or procedures to answer to legal requirements. All players are informed that ESL will collect their personal information as Data Controllers and regarding applicable privacy laws of each participating country.

For any request regarding your rights for your personal information please contact:
ESL at https://account.eslgaming.com/privacy-policy

Any personal data shared with third parties will be processed in line with their privacy policies.

3. Registration & Eligibility

- All players of a team must be residents of any of the following countries: Albania, Algeria, Andorra, Austria, Belarus, Belgium, Bosnia & Herzegovina, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, Estonia, Finland, France, Germany, Greece, Georgie, Hungary, Vatican City, Iceland, Ireland, Isle Of Man, Italy, Jersey, Latvia,

Liechtenstein, Lithuania, Luxembourg, Malta, Moldova, Monaco, Montenegro, Netherlands, North Macedonia, Norway, Poland, Portugal, Romania, Russian Federation, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, Turkey, Ukraine, United Kingdom, India, Egypt, Qatar, United Arab Emirates, Mauritania, Morocco, Algeria, Tunisia, Libya, Sudan, Palestine, Lebanon, Syria Arabic Republic, Jordan, Israel, Iraq, Iran, Kuwait, Bahrain, Saudi Arabia, Yemen, Oman, Kazakhstan, Uzbekistan, Turkmenistan, Tajikistan, Kyrgyzstan.
- All players must be 16 years of age or older.
- Players must play using a phone or tablets. Emulators are not permitted.
- Players must not be an employee or under the employ of ESL, Supercell or other associated parties.
- Players must not have been an employee or under the employ of ESL, Supercell or other associated parties in the last 6 months.

4. Teams

- Teams must play with the roster they are registered to for the duration of each qualifier. Rosters cannot be changed during a cup, so please be sure to check account information carefully.
- Teams that advance from the Ladder will be locked and can only do one roster change by opening a support ticket.

5. Communication & Support

All participants must adhere to the decisions and rules of the tournament organizers, admins, and referees. All decisions are final, except in cases where the option to appeal is clearly stated. Each participant can contact the tournament admins via support ticket or protest ticket on the ESL website or via email on eslmobileopenadmin@eslgaming.com

6. Player Conduct

Players are expected to conduct themselves professionally throughout the entirety of the tournament, including, but not limited to, inside and outside of the tournament, qualifiers, interviews, and the Finals. Warnings or penalties may be issued for any of the following:

- **Language:** In all languages, Players may not use obscene gestures, profanity and/or racist comments in game chat, lobby chat, or live interviews. This includes abbreviations and/or obscure references. League Administrators reserve the right to enforce this at their own discretion. These rules also apply for forums, emails, personal messages and Discord channels.
- **Behavior:** Persons are required to behave in a sportsmanlike manner towards other competitors, members of the League Administration team, media, and fans.

- **In-Game Presence**: Players involved in the tournament are required to follow all in game rules that are part of Clash of Clans Content Creation – Teams are responsible for the assurance of the appropriateness of the content that they produce including, but not limited to: Social Media Presence, Videos, Streams, and Interviews. Disputes and Redress – Any general disputes a person may have with the current operation of the League should first be addressed by messaging a League Operator via Discord. Failure to follow proper procedure for disputes will result in denial of the dispute and the possibility of further penalties.
- **Illegal substances and PED-s**: Team members may not be under the influence or in possession of illegal substances or performance enhancing drugs (PED). In addition to the standard Code of Conduct penalties, any offending Players may be handed over to the authorities in accordance to the local laws and/or disqualified from participation. Alcohol – Team members that are intoxicated during any event may be disqualified at the discretion of the Tournament Organizer.
- **Cheating**: Any form of cheating will not be tolerated. If the Organizer determines that a Player is cheating, the Player or team will be immediately disqualified and removed from the tournament and may be restricted from participating in future events.
- **Software Exploitation**: Any intentional use of any bugs or exploits in the game may result in a forfeit of the Match and disqualification from the tournament. Bugs and exploits will be determined at the discretion of Supercell and/or the Tournament Organizer.
- **Collusion and Match Fixing**: Players are not allowed to intentionally alter the results of any Match. If the organizer determines that a Player or team is colluding or Match fixing, the Player or team will be immediately disqualified and removed from the tournament and may be restricted from participating in future events. Players must compete to the best of their ability at all times.
- **Gambling**: Anyone associated with Supercell or ESL is forbidden from placing wagers on any Matches or actions in, or around PlayerUnkown's Battlegrounds.

Unless expressly stated otherwise, offenses and infringements of these Player Conduct rules are punishable, whether or not they were committed intentionally. Attempting to commit any offenses or infringements is also punishable.

7. Disqualification

ESL reserves the right to disqualify teams and players. Any team found to be using a known exploit will forfeit their game upon the first occurrence of the exploit. If the team is found to use another known exploit for a second time, and it is determined to have been done on purpose, they will be removed from the event and barred from any future events.

8. Game Rules

- All players must have a Town Hall level 13. Players from any team with Town Hall level lower than 13 may not participate.
- Players must belong to a clan with a public war log
- The team on the left side of the match page has the right to host the game and send an invitation to a 5v5 Friendly War to the opposing team.
- Any use of third party software is prohibited during the qualifiers and tournament play. If players violate this rule it will be treated as hacking with the intent to cheat. The team will be disqualified, no prizes will be awarded, and the individuals involved will receive a ban from competing.
- Teams have 15 minutes for preparation and 1 hour to play the war. Each team is responsible for NOT being in any other War while trying to initiate a Friendly War. Failing to be challenged due to being active in a different war will result in a default loss.
- Each player may only use 1 of their 2 attacks. If a player from any team starts a second attack, that team will receive a default loss.
- A screenshot of the on-screen results must be made for every game that is played. The screenshots must be uploaded to ESL Play match media with the match details as soon as possible after the game has ended. One screenshot showing each result (e.g. per each round) is needed and can be uploaded by either the winner or the loser.
- Although very unlikely, a tie is possible. A tie would be the same number of STARS and the same DESTRUCTION percentage (up to 2 decimal places). In case of a tie with the mentioned conditions above, the Average Attack Duration will determine the winning team.

9. Technical Issues

Teams are responsible for their own technical issues, including hardware, software and/or internet issues. Matches will not be rescheduled because of technical issues and matches will be played nevertheless.

10. Tournament schedule

- Open Ladder: Between October 12 and October 30 an open ladder will take place where teams can compete for points. At the end of the stage, the top 4 teams advance to the Grand Finals and teams #5-#8 go to the Playoffs.
- Playoffs: 4 qualified and 8 invited teams battle in a Single Elimination bracket on November 6. The top 4 teams advance to the Grand Finals.
- Grand Finals: On November 14, 8 teams play in a Single Elimination bracket to determine the ESL Mobile Open Europe & MENA Champion.

11. Prize Money

After the competition ends, team captains will be reached out to by emails, and they will need to provide their bank data or PayPal information to ESL. All prize money will be paid out by ESL, at latest 90 days after the tournament final has been completed. The prize money is as stated, there are no alternative prizes; it is non-transferable, non-negotiable, and the winners are responsible for all applicable taxes and expenses. If a Player is missing the proper payment information and makes no effort to fix this, the prize money will not be paid out until this is rectified.

Prize Money Breakdown

Place	Prize
1.	€10.000
2.	€5.000
3-4.	€2.250
5-8.	€1.375

12. How to participate

1. [Register on ESL Play](#)
2. Create or join a team
3. Sign up to a qualifier with your team
4. Check in to the qualifier 1-30 minutes before it starts
5. Play your matches

13. Penalty Point Catalogue

In general, a player and the team can receive up to 6 penalty points per match, unless a single violation has a higher punishment. A team is only punished once per violation, regardless of how many players. Where a player or team receives penalty points for multiple violations, the penalty points are added together.

Rule violation	Number of penalty points
General	
No show	Team: 3; Player: 2
Reject compulsory challenge	Normal: 1; Intense (top 10): 2

Abort match	Player / Team: 2
Use of ineligible player	
Inactive barrage	Player / Team: 3
Barraged	Player / Team: 6
Unregistered player	Player / Team: 3
Missing Premium (where required)	Player / Team: 3
Missing Trusted (where required)	Player / Team: 3
Ringer/Faker	Player / Team: 6
Playing with wrong gameaccount	Player / Team: 3
Playing without a registered gameaccount	Player / Team: 3
Unsportsmanlike behavior	
Multiple/Fake accounts	Warning / 1-3 penalty points
Deception	Player / Team: 1 - 4
Fake result	Player / Team: 4
Fake match media	Player / Team: 6
Fake match	Player / Team: 6
Cheating	Player: 12 / Team: 6

Matches get only deleted if the team/player violating the rules won the match. In cup and league matches default wins are given instead of a match deletion and penalty points.